

PRIMAL RAGE™



GAME
MANUAL

JAGUAR™ CD

Read before using your Atari Jaguar CD video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling this CD

The Atari Jaguar CD Multimedia Player is intended for use exclusively with the Atari Jaguar System.

- Do not touch the flat surface of the CD. Hold only by the edges.
- If the CD becomes dirty, hold it under running tap water and dry it by shaking it in the air. Do not use soaps or detergents. Do not rub dry or use hair dryers or other heat sources.
- Do not leave it in direct sunlight or near any hot surfaces.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason you do not see any images after loading the CD, check to make sure the power is on and the Jaguar drive is properly connected. If the problem persists, refer to the warranty information included with your Jaguar CD.

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STARTING THE GAME

1. Make sure the power switch is OFF and there is no CD in the Jaguar CD System.
2. Open the unit, and insert the Primal Rage CD gently in the Jaguar CD System, close the cover and turn the system On.

PRIMAL RAGE — THE STORY

Eons ago, before humans walked the planet, there was rage. Life on Earth was complex, as were the instincts of the planet's life-forms. In order to grow and multiply, there was a delicate balance between the desperate need to protect one's own life and the need to feed off the life energy of the others. As these instincts evolved, so did the gods.

These gods embodied the spirits of Hunger and Survival, Life and Death, Insanity and Decay, and especially, Good and Evil. They took the form that most suited their needs and fought countless battles on the primordial frontiers of the Earth. Life on Earth slowly multiplied, and the gods became more powerful and their battles more intense. When life had spread to all corners of the Earth, the skies shook and the Earth trembled with the fevered pitch of the god's battles.



Dinosaurs were the dominant animals on land, and great forests covered almost all available space. New life forms evolved at a rapid rate, and civilizations emerged.

Then the delicate balance was disrupted. Balsafas, a great wizard from a parallel dimension, recognized the threat Earth would soon pose to the rest of the galaxy. To stop the threat, he planned to destroy the balance between the gods. Lacking the power to kill a god outright, he instead banished one to an isolated rock tomb in the center of the moon. This caused an immediate disturbance in the balance of power, followed by a huge explosion that blanketed the Earth with a huge cloud of volcanic dust. Most of the life on the planet died, and the surviving gods were sent into suspended animation.

Now, millions of years later, a meteor collides with Earth, and its destructive fury rearranges the continents and destroys the cities. Humans survive, but technology is wiped out. The fury of the Cataclysms is enough to awaken the imprisoned gods. The gods emerge to find the Earth they knew is gone. It is now the new Urth. The gods are awake, and they are angry. Get ready for Rage!

GENERAL CONTROLS

The manual refers to following controls:



Jaguar 3 Button



Jaguar 6 Button

CONTROL REFERENCE

Throughout this manual, Dino fighting moves and special moves are referred to in combinations of button pushes and multiple D-Pad directions. Use this reference to refine your button pushes and D-Pad presses.

3 Button Controller:

Option Button = Low Fierce (4)

C Button = High Quick (1)

B Button = High Fierce (2)

A Button = Low Quick (3)

6 Button Controller:

Z Button = High Quick (1)

Y Button = High Fierce (2)

X Button = High Power

C Button = Low Quick (3)

B Button = Low Fierce (4)

A Button = Low Power

Numeric Buttons:

1 Button = High Quick (1)

2 Button = High Fierce (2)

3 Button = High Power

4 Button = Low Quick (3)

5 Button = Low Fierce (4)

6 Button = Low Power

Pause = Pauses the game

D = D-Pad Down

U = D-Pad Up

T = D-Pad Toward your opponent

A = D-Pad Away from your opponent

Note: You must select the 6 Button configuration in the Modify Controls option (see Modify Controls, pg. 12) for these buttons to take effect.



For Example: Hold Buttons 1+3 and D-Pad T/A=Hold Buttons 1+3 simultaneously and Press D-Pad Toward then Away from opponent

Note: Both T(oward) and A(way) D-Pad movement are actually Left and Right directions depending on which side your opponent is located.

Power Moves

Quick is a quick attack. Fierce is a slower, more damaging attack. For a power move, press both High or Low Quick and Fierce Buttons simultaneously to attempt more powerful attack.

MAIN MENU

At the main title screen, press any button to go to the Main Menu. Press the D-Pad Up or Down, then press the B Button to select one of these options:

Start Game

When you select this option, you'll go to the Start Menu that consists of the following options:

Arcade Game - This option is the game's default setting. Just like the arcade version, players select dinos and conquer lands for Urth domination. One or two players can then select one of the seven available dinosaurs to fight for Urth domination. In 1 Player mode, you'll face each of the other 7 dinosaurs in their home territory. With 2 Players, you'll both battle for Urth domination until one player conquers all lands.

Note: Arcade mode lets Player 2 jump in at anytime. Player 2 can press any button to stop a one player game, and start the two player game.

1P Training - One player selects this option to practice the games various bone-crushing moves and dinosaur fighting tactics. When this option is selected, you'll go to the Dino Select Screen (see Dino Select, pg. 13). Select one of the seven Dinosaurs, then select your opponent.



ARCAD GAME
1 PLR TRAINING
2 PLR TRAINING
TRAINING OF DYNASTY
LANGUAGE
CREDITS

2P Game - Select this option to go directly to the 2 Player mode. Two players select Dinos (see Dino Select, pg. 13) and battle for Urth domination until one player conquers all lands.



Tug Of War - Are your fingers ready? They'll have to be if you're taking on a worthy opponent. This option takes you to the Dino Select Screen (see Dino Select, pg. 13). You'll select one dino against a friend. The game screen has just one Life Blood Bar. The object of Tug of War is to battle until your dino has completely covered all the area in the Life Blood Bar. As the fight goes on, the control of the bar will work its way back and forth like a real tug of war.

Endurance - Like the Tug of War option, this game mode will also test the endurance of your fingers. At the Dino Select Screen (see Dino Select, pg. 13), you'll select 4 dinos to work as a team. Your opponent will also select 4. You'll battle until one player has lost all his dinos. The Life Blood Bars will not be replenished as your dinos win and take on their next opponent.



INGAME OPTIONS

The game lets you to customize individual you and your opponent's attributes, including jumping, floating, and sliding. Up or Down to increase or decrease the amount of jumping, floating, and sliding. Press the B-Pad Up or Down to increase or decrease the amount of jumping, floating, and sliding. Press the B-Pad Up or Down to increase or decrease the amount of jumping, floating, and sliding.

Press the B-Pad Up or Down to allow this 1 to 1 game credits (continuous). Press the B-Pad Up or Down to allow this 1 to 1 game credits (continuous). Press the B-Pad Up or Down to allow this 1 to 1 game credits (continuous). Press the B-Pad Up or Down to allow this 1 to 1 game credits (continuous).

Randomly, you can set the number of rounds you'll fight your opponent before the winner is determined. Press the B-Pad Up or Down to make changes. Select 7, for a best of seven best, 5 for a best three out of five, 3 for a best two out of three, or 1 for a one time winner-take-all fight. The default is 5. If both players have an equal number of wins and it's the final round, the game always goes into overtime. A random 30-second clock, both players have the bottle. Press the B-Pad Up or Down to set the time. The winner must be determined within set time period. Press the B-Pad Up or Down to challenge your opponent to get a quick kill. Press the B-Pad Up or Down to make changes. The round time can be set from 30 to 90 seconds in 5 second increments. The default is 55 seconds. As you make your fighting and accomplish quicker kills, the round time will be the winner or, if you win your opponent.



OPTIONS

For more information on the game, visit our website at

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or visit IGN's PlayStation 2 page at

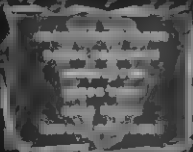
www.ign.com

or visit IGN's PlayStation 2 page at

www.ign.com

Game Play: Since the game is rated ESRB CS, ESRB T, it's stressed, there is no blood, no violence, and you can't eat your opponent. This includes the initial round that occurs before the Final Round in the initial game. Instead, you automatically will receive 50% refund power for the Final Round.

Illustration: Since the game is rated ESRB CS, ESRB T, it's stressed, there is no blood, no violence, and you can't eat your opponent. This includes the initial round that occurs before the Final Round in the initial game. Instead, you automatically will receive 50% refund power for the Final Round.



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Image / Controls: Shift the control and you'll have a whole new system with features of the latest action videogames. From the 3-Button Fight to make changes to the Action Control (S, X, and L buttons) to 4-Button Control (S, X, Y, and L buttons) to 5-Button Control (S, X, Y, Z, and L buttons). The new 5-Button Control makes it easy to play 2-Button and 3-Button games. You can also play 2-Button and 3-Button games with the 5-Button Control. The new 5-Button Control makes it easy to play 2-Button and 3-Button games. You can also play 2-Button and 3-Button games with the 5-Button Control.

LANGUAGE

Language: A dual language keeps track of many fighting statistics as you play the game. To start your new game or at your matches select one of these two options:

- **Basic Stats:** View several statistics based on fighting time in seconds.

View your **Basic Stats** and **Advanced Stats** depending upon **Gameplay** and **Gameplay**.

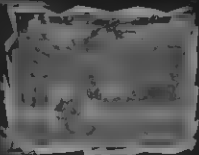
DINO SELECT

After your 30-second trial runs, you can choose from 10 different dinosaurs to play with. Press the **SELECT** button to choose your dinosaur. Then press **DOWN** to scroll through the list and press **SELECT** again to choose your dinosaur. Press **DOWN** to scroll through the list and press **SELECT** again to choose your dinosaur.

RAGE

After your 30-second trial runs are over, get ready to Rage! The main Rage screen displays each dino's name, a red Life Blood Bar, a yellow Health Bar and a Timer. Various other functions appear on-screen during each rage. Read the following to understand your rage and advantages.

- The **Life Blood Bar** for the dinosaur you choose you move your dino's name in the upper right or left side of the screen. Depending on your dino's damage, and the amount of damage you take on your dinosaur.



[illegible]

9) The time taken when the time left is 18 seconds, the remaining distance will be 1000 ft. Assuming the time left is about 100 ft. If time runs out before a dive is made, the diver is forced to resurface into the air. The time with the most life

Dependent on how you use set braces, $\{ \}$, pg. 91, the value of the brace can be 1, 2, 3 or 4 times.

Don't rush! During each rage, discs can inflict heavier damage to their opponent with more hit combos. The more hit combinations you connect up, the heavier the damage you'll inflict. When you get a hit in combo together, it will appear green on your side of the screen. But when you miss, it will appear red.

REFUSING

11) you can make your own and find your perfect mix, plus you can make it in 10 minutes. To see the full line is only \$29.99 per gallon.

WNO PROMISE AND MORE

Reference profiles to go together with one or two diagrams available in Pictorial Range. References in each profile are listed as numbers. Numbers 1 through 4 refer to buttons and numbers 5 through 8 refer to controllers. (See Control Reference, pg. 4 for a rundown of D-Pad and controller buttons.)

THE

Introduction

For over a decade, the Nintendo Game Boy Advance has been the most popular handheld console in the world. The Game Boy Advance has been the most successful handheld console in the world, and the Game Boy Advance has been the most successful handheld console in the world.

Game Boy Advance

Game Boy Advance

Game Boy Advance

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Game Boy Advance

Game Boy Advance

Special Thanks

Special Thanks

Special Thanks

Special Thanks

Hold buttons 2+3 and B-Pad B/T

Hold buttons 2+3 and B-Pad A/B/T

Hold buttons 2+3 and B-Pad A/B/T

History

It is said that the first village of the world was founded far, millions of years ago, at the very beginning of time, long before the Earth and the Great Dragon, and long before the beginning of everything that we know, the world and man.

Basic Attacks

Basic 1: Basic

Basic 2: Basic

Basic 3: Basic

Basic 4: Basic

Basic 5: D-Pad Down = Lay down

Basic 6: D-Pad Up = Flying Elbow

Basic 7: D-Pad Up = Flying Kick

Special Moves

Basic Punch (short)

Basic Kick

Basic Throw

Basic Throw 1-2 and D-Pad 4/7

Basic Throw 1-2+4 and D-Pad 4/7

Basic Throw 2+3 (in close)

It was a very dark night and the moon was shining brightly. The wind was blowing hard and the trees were swaying. The ground was covered in a thick layer of snow. The sky was dark and cloudy. The stars were visible in the night sky. The moon was full and bright. The sun was not visible. The temperature was very cold. The people were wearing heavy coats. The animals were huddled together for warmth. The birds were not flying. The insects were not active. The plants were dormant. The world was in a state of winter.

The first part of the story is about a man who is lost in the forest. He is looking for his way out. He is very tired and hungry. He is looking for a place to rest. He is looking for a place to eat. He is looking for a place to sleep. He is looking for a place to stay. He is looking for a place to live. He is looking for a place to die. He is looking for a place to be. He is looking for a place to go. He is looking for a place to come. He is looking for a place to stay. He is looking for a place to live. He is looking for a place to die. He is looking for a place to be. He is looking for a place to go. He is looking for a place to come.

The second part of the story is about a man who is lost in the forest. He is looking for his way out. He is very tired and hungry. He is looking for a place to rest. He is looking for a place to eat. He is looking for a place to sleep. He is looking for a place to stay. He is looking for a place to live. He is looking for a place to die. He is looking for a place to be. He is looking for a place to go. He is looking for a place to come.

The third part of the story is about a man who is lost in the forest. He is looking for his way out. He is very tired and hungry. He is looking for a place to rest. He is looking for a place to eat. He is looking for a place to sleep. He is looking for a place to stay. He is looking for a place to live. He is looking for a place to die. He is looking for a place to be. He is looking for a place to go. He is looking for a place to come.

The fourth part of the story is about a man who is lost in the forest. He is looking for his way out. He is very tired and hungry. He is looking for a place to rest. He is looking for a place to eat. He is looking for a place to sleep. He is looking for a place to stay. He is looking for a place to live. He is looking for a place to die. He is looking for a place to be. He is looking for a place to go. He is looking for a place to come.

The fifth part of the story is about a man who is lost in the forest. He is looking for his way out. He is very tired and hungry. He is looking for a place to rest. He is looking for a place to eat. He is looking for a place to sleep. He is looking for a place to stay. He is looking for a place to live. He is looking for a place to die. He is looking for a place to be. He is looking for a place to go. He is looking for a place to come.

Notes:

Lower is used for stomping and the low crouched from a lunging from deep within, both which
imply a ready-to-attack intent caused in the great Catechism. When in low crouched
position, you intend to attack. It has an intimidating impact whenever the animal
is in a low crouched position.

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Hold Buttons 3 and B-Pad w/1
Hold Buttons 2+4 and B-Pad All/W
Hold Buttons 2+3+4 and B-Pad U

Vertigo

Long ago a sorceress named Vertigo appeared from another dimension. In a great magical battle during the Mesozoic Wars, Vertigo was banished to the moon by the arch-mage Balsafas. The meteor crash weakened the old shields enough for Vertigo to return and enslave the planet once again. Once victorious, she plans to enslave hordes of humans and have them build an insane palace in multiple dimensions.

Basic Moves:

Button 1 = Jab Chomp

Button 2 = Lunge Chomp

Button 3 = Tail Whip

Button 4 = Snap Tail Whip

Button 1 + D-Pad Down = Low Jab Chomp

Button 2 + D-Pad Down = Low Lunge Chomp

Button 3 + D-Pad Up = Jumping Tail Jab

Button 4 + D-Pad Up = Jumping Tail Whip

Special Moves:

Voodoo Spell

Venom Spit (Slow)

Teleport

Hold Buttons 2+3 and D-Pad A/A

Hold Buttons 1+3 and D-Pad T/T

Hold Buttons 2+4 and D-Pad D/D



HIGH SCORES

If you're good enough to make the top ten scorers, the High Score Screen will appear. Press the D-Pad Left, Right, Up or Down to scroll through the available letters, then press the B Button to select the letter. When you have selected your third letter (or 18 letters if you have the top score), select End to save the entry.







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